

GAME BOY ADVANCE

AGB-AKOE-USA



INSTRUCTION BOOKLET

 Sammy

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

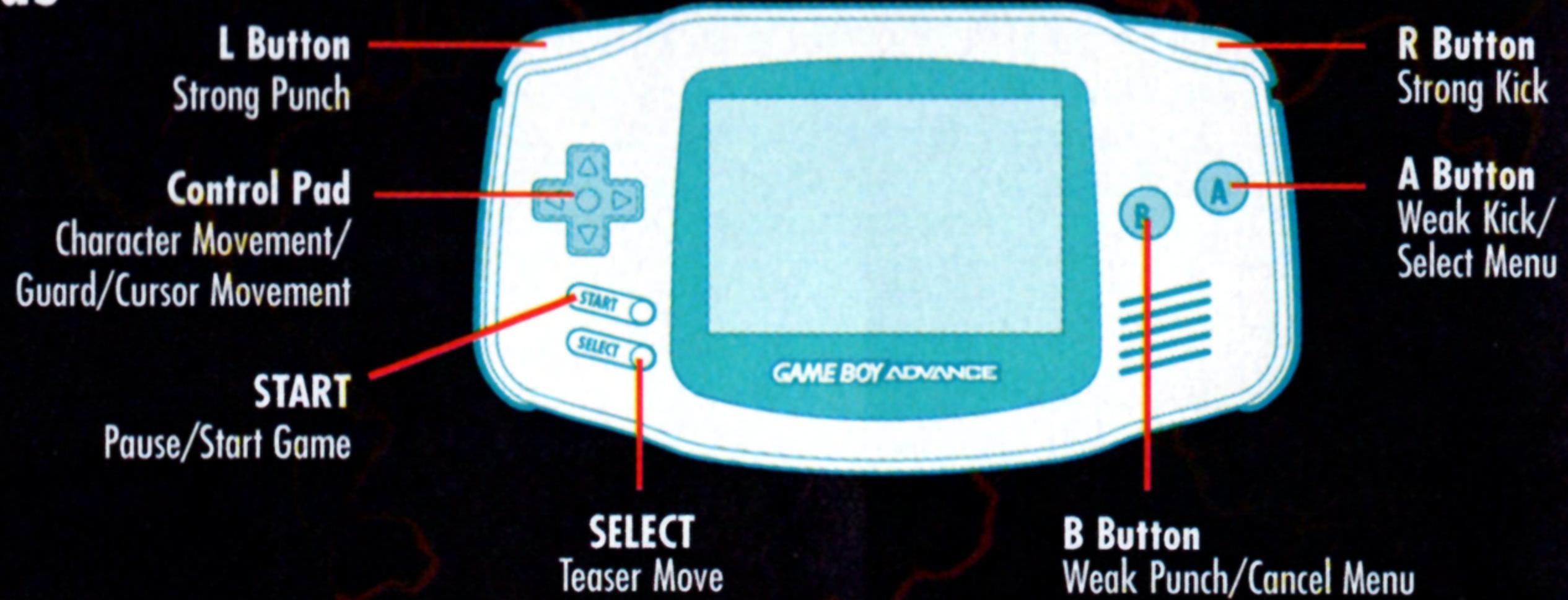
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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■ ■ KING OF FIGHTERS CONTROLS

■ Basic Commands



■ 3 Button Mode

A Button: Weak Kick

➡ + R Button: Strong Punch

B Button: Weak Punch

➡ + R Button: Strong Kick

■ Special Commands (when character is facing right)

Dash – ➡➡ (Quickly)

Forward Roll/Backward Roll – ⬅ or ➡ and A & B

Back Step – ⬅⬅ (Quickly)

Blow-Away Attack – Push the L & R Buttons simultaneously (or R & B Buttons in the 3 Button Mode.)

Body Toss Release – When caught in a throw, \leftarrow or \rightarrow + A, B, L or R Buttons.

Protective Tumble – Push the A & B Buttons simultaneously right before being knocked down.

■ ■ GAME SCREEN

Power Gauge
(Rises when your character attacks or receives damage from his opponent, and is decreased when Super Special Moves are used.)

Remaining
Life Gauge Time Number of Victories



Strike Bomb (See page 18 for details on the Striker System)

■ ■ GAME PLAY

To win a round you must reduce all of the life in your opponent's Life Gauge within the set time limit. (If time runs out, the fighter with the most life remaining wins the round. If both fighters have the same amount of life remaining, both fighters lose.)

TEAM BATTLES – Fight with three fighters and one striker. The first team to defeat all three members of the opposing team wins the round.

SINGLE BATTLES – One fighter and a striker take on an opponent. The first fighter to win three rounds becomes the victor.

■ ■ GAME MODES

TEAM PLAY – A team battle story mode.

SINGLE PLAY – A single-character battle story mode.

TEAM VS – A team battle for two players via a Game Boy® Advance Game Link® Cable.

SINGLE VS – A single-character battle for two players via a Game Link® Cable.

SURVIVAL ENDLESS – A single-character battle against all computer-controlled characters.

SURVIVAL TIME ATTACK – Race for the best time fighting single-character battles against all computer-controlled characters.

PRACTICE – A mode for practicing moves. Lets you select your opponent's reactions, counterattack conditions, guarding, and attack patterns.

OPTIONS – Lets you make adjustments to button configurations, difficulty levels, etc.

■ ■ **OPTIONS**

BUTTON CONFIG – Change button functions in 4 Button and 3 Button modes.

DIFFICULTY – Adjust game difficulty.

PLAY TIME – Set round times at normal or ∞ (untimed play).

STRIKER – Sets the frequency you can use the Striker at 3 to 5 times.

RECORD – View high scores, etc.

■ ■ ■ THE HERO TEAM

Months have passed since the battle with Orochi, a fearsome force of Gaia, that seeks to eliminate the pestilence known as humankind from the face of the earth. Enter Kyo Kusanagi, heir to the Kusanagi style of ancient martial arts and bane of the Orochi. With his friend and rival, the stylish super-shooter Benimaru Nikaido and the young Moe Habana, consummate master of the Way of the Slicing Fist, the reborn Hero Team stands ready for new battles!

Benimaru
Nikaido

Kyo
Kusanagi

Moe
Habana

Shingo Yabuki
(Striker)



■ ■ THE HERO TEAM MOVES CHART

(*: A Super Special Move uses 1 Power Gauge. For a detailed Moves Chart, see Practice Mode.)

KYO KUSANAGI

- 100 Baked Demon $\Rightarrow \downarrow \square + \text{Punch}$
- 427 Trigger Steel $\Rightarrow \square \downarrow \square \leftarrow + \text{Kick}$
- 114 Wicked Chew $\downarrow \square \Rightarrow + \text{Weak Punch}$
- *S108 Major Serpent Wave $\downarrow \square \leftarrow \square \downarrow \square \Rightarrow + \text{Punch}$

BENIMARU NIKAIDO

- Iaido Kick $\downarrow \square \Rightarrow + \text{Kick}$
- Shinku Katate Goma $\downarrow \square \leftarrow + \text{Punch}$
- Lightning Slicer $\downarrow \square \Rightarrow + \text{Punch}$
- * Lightning Bolt Punch $\downarrow \square \Rightarrow \downarrow \square \Rightarrow + \text{Punch}$

MOE HABANA

- Reading Stars $\leftarrow \downarrow \square + \text{Punch}$
- Steam Blast $\Rightarrow \downarrow \square + \text{Kick}$
- Deciphering Moon $\downarrow \square \leftarrow + \text{Kick}$
- * Cherry Blossom Storm $\downarrow \square \leftarrow \square \downarrow \square \Rightarrow + \text{Punch}$

■ ■ THE FATAL FURY TEAM

This team boasts Terry Bogard, the wandering fighter who has traveled the world, and Andy Bogard, master of Shiranui Koppo, the ancient Japanese martial art of bone breaking. Along with the brothers Bogard, who have tempered the fists into weapons to avenge their father, comes Mai Shiranui, the beautiful successor to the Ninja Arts of Shiranui. As far as winning goes, this team's Number One! But can the fangs of these wolves tear open the terrible conspiracy that hides below the façade of festivities?

Joe Higashi
(Striker)



Terry
Bogard



Andy
Bogard



Mai
Shiranui



■ ■ THE FATAL FURY TEAM MOVES CHART

(*: A Super Special Move uses 1 Power Gauge. For a detailed Moves Chart, see Practice Mode.)

TERRY BOGARD

Burning Knuckle $\downarrow \square \leftarrow + \text{Punch}$
Power Wave $\downarrow \square \Rightarrow + \text{Weak Punch}$
Rising Tackle \downarrow briefly, then $\uparrow + \text{Punch}$
*Power Geyser $\downarrow \square \leftarrow \square \Rightarrow + \text{Punch}$

ANDY BOGARD

Zan Ei Ken $\square \Rightarrow + \text{Punch}$
Sonic Rip $\leftarrow \square \downarrow \square \Rightarrow + \text{Kick}$
Sho Ryu Dan $\Rightarrow \downarrow \square + \text{Punch}$
*Super Shell Burst $\downarrow \square \leftarrow \square \Rightarrow + \text{Kick}$

MAI SHIRANUI

Deadly Bees $\leftarrow \square \downarrow \square \Rightarrow + \text{Kick}$
Flying Fan Smack $\downarrow \square \Rightarrow + \text{Punch}$
Dragon Flame Fandango $\downarrow \square \leftarrow + \text{Punch}$
*Super Deadly Ninja Bees $\downarrow \square \leftarrow \square \downarrow \square \Rightarrow + \text{Kick}$

■ ■ THE ART OF FIGHTING TEAM

The "Invincible Dragon" Ryu Sakazaki and the "Mighty Tiger" Robert Garcia, the two extolled as the dragon and tiger of Kyokugen karate have arrived at King of Fighters! In place of the ailing Yuri, Ms. King, a.k.a. "Dazzling Muetai Magic," graces the guys with her presence. To introduce the world to Kyokugen and receive honor as the mightiest of the mighty, the young dragon and tiger, along with the Queen of Kick are ready to engage the most powerful fighters of the world in battle.

Yuri Sakazaki
(Striker)

Robert
Garcia

Ryo
Sakazaki

King



■ ■ THE ART OF FIGHTING TEAM MOVES CHART

(*: A Super Special Move uses 1 Power Gauge. For a detailed Moves Chart, see Practice Mode.)

RYO SAKAZAKI Tiger Flame Punch $\downarrow \swarrow \Rightarrow +$ Punch

Koho $\Rightarrow \downarrow \swarrow +$ Punch

Slicing Wind Punch $\Rightarrow \leftarrow \Rightarrow +$ Punch

*Conquest Cruncher $\Rightarrow \leftarrow \swarrow \downarrow \swarrow \Rightarrow +$ Punch

ROBERT GARCIA Steaming Gale Kick \leftarrow briefly, then $\Rightarrow +$ Kick

Dragon Drubber \leftarrow briefly, then $\Rightarrow +$ Punch

Steaming Combo Kick (Near Opponent) \downarrow briefly, then $\uparrow +$ Punch

*Dragon-Tiger Fandango $\downarrow \swarrow \Rightarrow \swarrow \downarrow \swarrow \leftarrow +$ Punch

KING Venom Strike $\downarrow \swarrow \Rightarrow +$ Weak Kick

Trap Shot $\Rightarrow \downarrow \swarrow +$ Kick

Tornado Kick 95 $\Rightarrow \swarrow \downarrow \swarrow \leftarrow +$ Kick

*Illusion Dance $\downarrow \swarrow \Rightarrow \swarrow \downarrow \swarrow \leftarrow +$ Kick

■ ■ THE IKARI TEAM

The tournament that forms the peak of fighting ability, the King of Fighters is their goal. While they possess the power to win this tournament, the Ikari Team have no interest in the tournament's trappings. This year, too, the trio—Ralph, Clark, and Leona—under orders from Heidern, join the fight not as contestants, but professional soldiers. Most important is their duty to reveal the nature of the scheme devised by those who creep in the shadows of this tournament and put an end to it before all heck breaks loose.



■ ■ THE IKARI TEAM MOVES CHART

(*: A Super Special Move uses 1 Power Gauge. For a detailed Moves Chart, see Practice Mode.)

LEONA Moon Slasher ↓ briefly, then ↑ + Punch
 Baltic Launcher ⇡ briefly, then ⇢ + Punch
 Grand Saber ⇡ briefly, then ⇢ + Kick
* V-Slasher (During Jump) ↓ ↘ ⇢ ↗ ↓ ↙ ⇢ + Punch

RALPH Gatling Attack ⇡ briefly, then ⇢ + Punch
 Vulcan Punch Tap repeatedly on Punch Button
 Sudden Drop Slam (Ground) ↓ briefly, then ↑ + Punch
* Super Vulcan Punch ↓ ↘ ⇢ ↗ ↓ ↙ ⇢ + Punch

CLARK Super Argentine Backbreaker (Near Opponent) ⇡ ↘ ↓ ↗ ⇢ + Kick
 Mount Tackle ⇡ ↘ ↓ ↗ ⇢ + Punch
 Clark Lift (During Mount Tackle) ↓ ↓ + Weak Punch
* Running Three ⇡ ↘ ↓ ↗ ⇢ ⇡ ↘ ↓ ↗ ⇢ + Kick

■ ■ THE PSYCHO SOLDIER TEAM

Athena, Kensu, and Bao work to polish their skills as Psychic Soldiers in preparation for the forthcoming battle with a massive evil, until the day Kensu loses his psychic powers. Seeing the discouraged Kensu, Master Chin orders his three young charges to enter the King of Fighters tournament. During the world's most grueling tournament, will Kensu discover the true path he must walk in life?



■ ■ ■ THE PSYCHO SOLDIER TEAM MOVES CHART

(*: A Super Special Move uses 1 Power Gauge. For a detailed Moves Chart, see Practice Mode.)

ATHENA ASAMIYA

Psycho Ball Attack $\downarrow \swarrow \leftarrow + \text{Punch}$
Phoenix Arrow (During Jump) $\downarrow \swarrow \leftarrow + \text{Kick}$
Psycho Sword $\Rightarrow \downarrow \triangle + \text{Punch}$
* Shining Crystal Bit $\Rightarrow \triangle \downarrow \swarrow \leftarrow \Rightarrow \triangle \downarrow \swarrow \leftarrow + \text{Punch}$

SIE KENSU

Serpent Fang $\leftrightarrow \square \downarrow \triangle \Rightarrow + \text{Punch}$
Serpent Jawbreaker $\leftarrow \downarrow \swarrow + \text{Kick}$
Boring Fang $\downarrow \triangle \Rightarrow + \text{Kick}$
* Dragon God Heaven Hoolah $\downarrow \triangle \Rightarrow \triangle \downarrow \swarrow \leftarrow + \text{Strong Kick}$

BAO

Psychoball A Front $\downarrow \swarrow \leftarrow + \text{Weak Punch}$
Psychoball A Rise $\downarrow \triangle \Rightarrow + \text{Weak Punch}$
Psychoball A Reflect $\downarrow \swarrow \leftarrow + \text{Weak Kick}$
* Psychoball Max Attack $\downarrow \swarrow \leftarrow \downarrow \swarrow \Rightarrow + \text{Punch}$

■ ■ TEAM KOREA

Under the guidance of Kim Kap Hwan, ally of Justice, Chan and Choi, the former duo of evil, devote their days to training in order to return to normal society. The two are reaching their fill of rigorous training, but if they win this year's King of Fighters, they will be able to return home, so it's all worthwhile. To return to family or to sink their teeth in mutton, roasted whole, the unusual Tae Kwon Do trio is focusing all its efforts on victory this year.



Kim
Kaphwan

Chan
Koehan

Jhun Hoon
(Striker)

Choi
Bounce

■ ■ TEAM KOREA MOVES CHART

(*: A Super Special Move uses 1 Power Gauge. For a detailed Moves Chart, see Practice Mode.)

KIM KAPHWAN	Han Getsu Zan ↓ ↘ ← + Kick Hishou Zan ↓ briefly, then ↑ + Kick Hishou Kyaku (During Jump) ↓ ↘ ← + Kick * Phoenix Flail (Aerial OK) ↓ ↘ ← ↗ → + Kick
CHAN KOEHAN	Ball and Bash ← briefly, then → + Punch Spinning Steel Tap Punch repeatedly Drumming Drubber ← ↘ ↓ ↗ → + Kick * Berserk Ball ↓ ↘ → ↗ ↓ ↘ ← + Punch
CHOI BOUNCE	Tornado Swing ↓ briefly, then ↑ + Punch Rising Rip ↓ briefly, then ↑ + Weak Kick Flying Ape Surprise Attack ← briefly, then → + Punch * Super Tornado Vacuum Slice → ↘ ↓ ↗ ← → ↗ ↓ ↘ ← + Punch

■ ■ FOR EXPERTS

■ The Striker System

Press the A & L Buttons simultaneously to summon Strikers.

The Striker offers a variety of back-up attacks. With each back-up attack, you lose 1 Strike Bomb, and if the fighters change off, you gain 1 Strike Bomb. (The number of Strike Bombs can be adjusted in OPTIONS. See page 5.)

■ Counter Mode

Press the A, L & R Buttons simultaneously to activate.

Using the command above and 3 Power Gauges activates the Counter Mode to increase your attack power. Your character turns red during activation, and this state continues until your Power Gauge is exhausted.

- Permits unlimited use of Super Special Moves.
- Canceling from a Super Move lets you use Super Special Moves (Super Cancel).

(In this mode, the Guard Cancel Emergency Evasion and Guard Cancel Blow-Away Attacks cannot be used.)

■ Armor Mode

Press the B, L & R Buttons simultaneously to activate.

Using the command above and 3 Power Gauges activates the Armor Mode and increases your defensive capabilities. During activation, your character turns yellow and this state continues until the Power Gauge is exhausted.

- Your character's life will not decrease even when he/she guards against Special Moves.
- Your character is not knocked off guard when attacked (Super Armor).

(In this mode, Super Special Moves, the Guard Cancel Emergency Evasion and Guard Cancel Blow-Away Attacks cannot be used.)

■ ■ CUSTOMER SUPPORT

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■ ■ MEMO

■ ■ MEMO

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